```cpp
1  #include "PlaceableActor.h"
2
3  class Door : public PlaceableActor
4  {
5  public:
6      Door(int x, int y, int colour, int closedColour);
7      virtual void Draw() override;
8
9      bool IsOpen() { return m_isOpen; }
10     void Open() { m_isOpen = true; }
11
12 private:
13     bool m_isOpen;
14     int m_closedColour;
15
16 };
```